A

ZOMBIE PLAGUE

Expansion

THE CELLAR

By Rob Robinson

THE CELLAR CARD & ENTRY MARKER:
The Cellar card is shuffled into the deck at the start of play. Once the Cellar card is drawn, place the Cellar Board next to the main board where all players can access it and place the Cellar Entry Marker in the relevant search square as a reminder of where the door is.

If the Cellar card is drawn whilst searching an exterior or vehicle search square (eg. the trunk of the car on the main board), reshuffle it into the deck and draw another card.

THE CELLAR SEARCH SQUARE:
The Cellar Board contains a new search square. This 'extra' search square must now be searched (in addition to all others) in order to to qualify for the 100% search Victory Condition ruling.

The new square may be searched by anyone as per the usual search rules.

MOVEMENT BETWEEN THE CELLAR BOARD & THE MAIN BOARD:
Anyone wishing to enter the cellar moves from the position directly in front of the search square marked with the Cellar Entry Marker, to the first square at the top of the cellar steps at a cost of 1 AP.

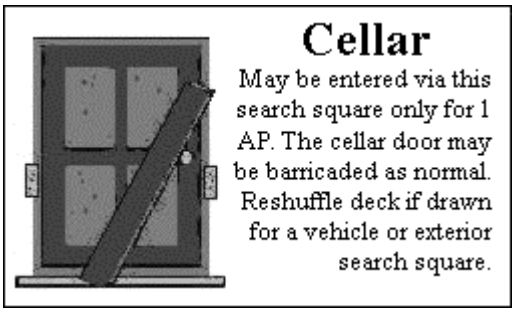
The marked search square itself is not classed as a movement point, and may still be searched as normal by any other players wishing to do so.

BARRICADING THE CELLAR DOOR:
The cellar door may be boarded up from either side as per the usual game (flip the Cellar Entry Marker). Zombies may still break their way in (or out) of the cellar by the usual means of 4 Zombies lined up. In the case of 'from outside', they just line up in front of the search square containing the cellar entry marker. Cellar barricades may be removed as normal by any card or rule that allows this.

SPECIAL VICTORY CONDITIONS:
Once searching is 100% complete, players may end the game by barricading themselves in the cellar.

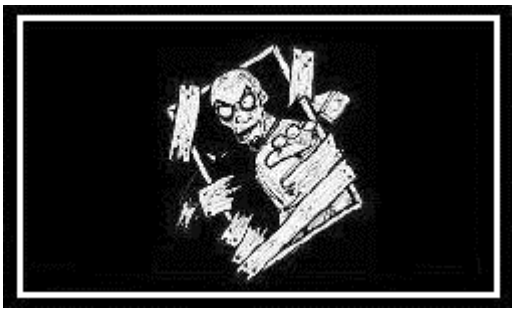
To achieve this all surviving players must be in the (Zombie free!) cellar and the cellar door must be barricaded.

Any player(s) left outside will simply have to make sure all the doors & windows are secured, and the house is Zombie free first.


Cellar
May be entered via this search square only for 1 AP. The cellar door may be barricaded as normal. Reshuffle deck if drawn for a vehicle or exterior search square.

Cellar Entry Marker

Cellar Board



Cellar Entry Marker

PRINTING TIP:
Print this page on the reverse of the proceeding one, or sandwich a piece of thin card between both to give the new 'Cellar' card and Cellar Entry Marker token a back and a front.

CREDITS

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